IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with <u>underlining</u> and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please AMEND claims 1, 3, 4, 6-12, 16 and 17 and ADD new claims 18-31 in accordance with the following:

1. (**currently amended**) A multimedia data reproducing apparatus comprising:

a decoder receiving AV data, decoding the AV data, and reproducing the AV data in synchronization with predetermined markup data related to the AV data; and

a markup resource decoder receiving location information of video data being reproduced by the decoder, calculating a reproducing location of the markup data related to the video <u>data</u>, and transmitting the reproducing location of the markup data to the decoder.

2. (**original**) The apparatus of claim 1, further comprising a markup resource buffer receiving and storing the markup data.

3. (**currently amended**) The apparatus of claim 2, wherein the markup resource buffer is a ~~round~~ <u>ring</u> type buffer and stores markup resource data related to the AV data in predetermined chunks ~~units~~.

4. (**currently amended**) The apparatus of claim 3, wherein ~~the~~ <u>each</u> chunk comprises:

a chunk header field including synchronization information determining a reference point in time for reproducing audio; and

an audio data field in which audio frames are stored.

5. (**original**) The apparatus of claim 1, wherein the markup data is audio data.

6. (**currently amended**) A method of receiving audio data, the method comprising:

receiving meta data including attribute information of <u>the</u> audio data from a server;

calculating an initial position information of the audio data, transmission of which is requested, according to the attribute information included in the meta data; and

transmitting the calculated initial position information to the server and receiving the audio data corresponding to the initial position.

7. **(currently amended)** The method of claim 6, wherein the meta data comprises:

information regarding a compression format of the audio data;

information regarding the number of bytes allocated to a single frame included in the audio data;

time information allocated to the single frame;

information regarding the a size of chunk data, which is a transmission unit of the audio data, and information of the a size of a chunk header; and

location information regarding a the server in which the audio data is stored.

8. **(currently amended)** The method of claim 6, wherein the calculating of the initial position information comprises:

receiving time information indicating an initial position of the audio data, transmission of which is requested;

converting the time information into information indicating the a number of frames forming the audio data;

converting the information indicating the number of frames into initial position information of a chunk forming the audio data; and

calculating byte information corresponding to the initial position information of the chunk.

9. **(currently amended)** A method of calculating a location of audio data, the method comprising:

converting initial time information of data, transmission of which is requested, into the a number of frames included in the audio data;

converting the number of frames into initial position information of a chunk which is a transmission unit of the audio data; and

calculating byte position information corresponding to the initial chunk position information.

10. **(currently amended)** The method of claim 9, wherein ~~the~~ each chunk comprises:

a chunk header field including synchronization information determining a reference point in time for reproducing audio; and

an audio data field in which frames forming the audio data are stored.

11. **(currently amended)** A recording medium having recorded thereon audio meta data comprising:

information regarding a compression format of audio data;

information regarding ~~the~~ a number of bytes allocated to a single frame included in the audio data;

time information allocated to the single frame;

information regarding ~~the~~ a size of chunk data, which is a transmission unit of the audio data, and information of ~~the~~ a size of a chunk head~~er~~; and

location information regarding a server in which the audio data is stored.

12. **(currently amended)** A recording medium having recorded thereon an audio data structure ~~of~~ comprising:

a chunk head~~er~~ field including synchronization information determining a reference point in time for reproducing the audio data; and

an audio data field in which frames forming the audio data are stored.

13. **(original)** The method of claim 12, wherein the chunk header field includes at least one of a pack header field and a system header field, which are defined in an MPEG-2 standard.

14. **(original)** The method of claim 12, wherein the chunk header field includes a TS packet header field, which is defined in an MPEG-2 standard.

15. **(original)** The method of claim 12, wherein the chunk header field includes a PES header field, which is defined in an MPEG-2 standard.

16. **(currently amended)** A computer readable medium having recorded thereon a computer readable program for performing a method of receiving audio data comprising:

receiving meta data including attribute information of the audio data from a server;

calculating an initial position information of the audio data, transmission of which is requested, according to the attribute information included in the meta data; and

transmitting the calculated initial position information to the server and receiving the audio data corresponding to the initial position information.

17. **(currently amended)** A computer readable medium having recorded thereon a computer readable program for performing a method of calculating a location of audio data comprising:

converting initial time information of data, transmission of which is requested, into the a number of frames included in the audio data;

converting the number of frames into initial position information of a chunk which is a transmission unit of the audio data; and

calculating byte position information corresponding to the initial chunk information.

18.   A method of reproducing multimedia data, comprising:

receiving AV data, decoding the AV data, and reproducing the AV data in synchronization with predetermined markup data related to the AV data; and

receiving location information of video data being reproduced, calculating a reproducing location of the markup data related to the video data, and transmitting the reproducing location of the markup data to a decoder.

19.   The method of claim 18, further comprising:

receiving the AV data via a network using an HTTP protocol;

receiving the predetermined markup data from a storage medium not connected to the network.

20.   The method of claim 19, wherein the AV data corresponds to audio data in a different language from corresponding audio data recorded on the storage medium.

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21.   The method of claim 20, wherein the markup data comprises a video portion of data reproduced from a DVD.

22.   The method of claim 19, wherein the network is the Internet.

23.   The method of claim 18, further comprising:
receiving the AV data via a network using an HTTP protocol;
receiving the predetermined markup data from a storage medium connected to the network.

24.   The method of claim 23, wherein the AV data corresponds to audio data in a different language from corresponding audio data available from the storage medium connected to the network.

25.   The method of claim 24, wherein the markup data comprises a video portion of data reproduced from a DVD.

26.   The method of claim 22, wherein the network is the Internet.

27.   The method of claim 18, further comprising:
receiving the AV data from a first source using an HTTP protocol; and
receiving the predetermined markup data from a second source using other than the HTTP protocol.

28.   The method of claim 27, wherein the AV data corresponds to audio data in a different language from corresponding audio data available from the source having the markup data.

29.   The method of claim 28, wherein the markup data comprises a video portion of data reproduced from a DVD.

30.   The method of claim 27, wherein the first source is a network and the second source is a DVD.

31.   The method of claim 6, further comprising:

transmitting the audio data from the server in one of a plurality of chunks; and

reproducing the audio data in synchronization with video data reproduced from a DVD based on the calculated initial position information for a respective chunk.